
Ops and Tactics: Combat Operations Volume 1

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Centurion City Government

Centurion City Armed Forces, Dept. of Training

Dedications

This Module is dedicated to the brave men and women of the Law Enforcement community, who risk their lives every day, and specifically to the brave agents Jerry L. Dove and Benjamin P. Grogan who were killed during the 1986 FBI Miami Shootout. May they rest in peace.

Credits

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Contents

Setup	2
Required and Suggested Materials	2
Core Materials	2
Suggested Materials	2
Setting	3
Synopsis	3

Player Information	3
Easy Difficulty (2-5 Players)	3
Hard Difficulty (2-4 Players)	4
GM information	5
Enemies	5
William Russell Matix (Character Level 3)	5
Michael Lee Platt (Character Level 3)	6
Enemy Behavior	6
Enemy Location	6
Player Behavior	6
Map Elements	6
Trees	6
Cars	7
Map	8

List of Tables

1	Primary Agent Handguns	4
2	Backup Agent Handguns	4
3	Agent Shotguns	4
4	Agent Sub-Machine Guns	4

Setup

Required and Suggested Materials

Core Materials

The required materials for this module are as follows:

- Ops and Tactics Combat Ops Vol 1 (This book).
- Ops and Tactics Core Rulebook
- Ops and Tactics Text Character Sheets **OR** Ops and Tactics PDF Character Sheets
- A digital Dice Roller **OR** at least three of each: D12 sided dice, D10 sided dice, D8 sided dice, D6 sided dice, D4 sided dice, D3 sided dice and D2 sided dice. The D3s may be substituted by rolling a D6 / 2, rounded up, and D2s may be substituted by using coins, or by rolling a D4 / 2, rounded up.
- An Online tabletop program, such as roll20, Maptools, or Fantasy Grounds **OR** a battlemat with 1" squares and tokens to represent characters, objects, and creatures

Suggested Materials

- Scratch paper for notes **OR** a good txt editor such as gedit, nano, or notepad++
- Mechanical pencils and a large eraser
- Snack Foods
- A dice boot or a dice tray, if using physical dice
- Spare Character Sheets
- Good Combat music to fit the setting (1980s) and to get the players pumped up during combat. I recommend Riot or Eyes of Madness, by Dance With The Dead.

The Following Variant Rules are recommended

- Core Rulebook Overpenetration and Missed Shots Variant Rule

Setting

Synopsis

On an early Friday morning in Miami, FBI agents are moving to arrest two notorious bank robbers, William Russel Matix and Michael Lee Platt. The plan is to take them peacefully and without incident, but the two bank robbers have another thing in mind.

Player Information

The players will be assuming the role of the FBI agents tasked with arresting or neutralizing Matix and Platt. They can attempt this however they see fit, but they can only engage in lethal force after they have been engaged or threatened. Below are the player statistics that can be selected from to customize their level of difficulty.

Easy Difficulty (2-5 Players)

Player Level 4th level

Player Occupation Law Enforcement or Investigative.

Ability Score Array 18, 17, 16, 14, 14, 12

Available Equipment for Use

Firearms The agents can choose a single handgun chambered in 9x19mm, .38 Special, .45 ACP, or .357 Magnum. In addition, the agents are given two Remington 870 Express 12 Gauge shotguns, two H&K MP5A4 SMGs, and one Colt M16A1 to carry as well.

Ammunition The agents are issued boxes of JHP .45 ACP and 9x19mm ammunition, and boxes of SJHP .38 Special and .357 Magnum ammunition for their handgun, 00 Buckshot 12 Gauge shotgun shells for their shotgun, and FMJ 5.56x45mm ammunition for their rifle. There are no limits to these boxes. They are give two magazines per primary weapon, or three speedloaders for their primary weapon. They are given two extra 30 round magazines for their MP5A4s, or three 20 round magazines for the Colt M16A1.

Armor All agents are given an Undercover Vest.

Additional Equipment All agents are issued a single pair of handcuffs, and a radio. They have a selection of belt holsters and ankle holsters for carrying their primary and backup handguns.

Hard Difficulty (2-4 Players)**Player Level** 3rd level**Player Occupation** Investigative.**Ability Score Array** 16, 14, 12, 12, 10, 8**Available Equipment for Use****Firearms** The agents can choose from a list of the below handguns as one of their primary firearms

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
S&W Model 645	.45 ACP (3d4+2/-3)	Box:8:1	F B	30'	DA/SA	S	2.6	24	0%	L
Two 8 round magazines. Will not explode from overpressure ammunition.										
S&W Model 459	9x19mm (2d6/-2)	Box:14:1	F B	35'	DA/SA	S	2.4	23	0%	L
Two 14 round magazines. Will not explode from overpressure ammunition.										
S&W 13 3"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	30'	DA	S	2.4	30	0%	L
Not affected by Error Range due to ammunition.										

Table 1: Primary Agent Handguns

An agent can forgo choosing a Primary Agent Handgun and instead receive a backup handgun as their primary. Doing so will grant them the first choice to any shotguns or SMGs. Below are the list of backup handguns an agent can choose.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
S&W Model 36	.38 Special (2d4+1/-1)	Cyl:5	F B	30'	DA	T	1.2	19	0%	L
Not affected by Error Range due to ammunition.										

Table 2: Backup Agent Handguns

The agents are issued two longarms that are listed below. They may, as a group, select two firearms to use.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Remington 870	12 Gauge (5d6/-6)	Int:4	F B	45'	Pump	L	7.2	21	0%	L
Fixed stock and a straight barrel. Not affected by Error Range due to ammunition.										

Table 3: Agent Shotguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
H&K MP5A4	9x19mm (2d6/-2)	Box:15:1/30:2	F B O	50'	CB: SL/3RB/Auto(M)	L	6.4	45	0%	M&P
Fixed stock and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5A5	9x19mm (2d6/-2)	Box:15:1/30:2	F B O	50'	CB: SL/3RB/Auto(M)	L	6.8	45	0%	M&P
Folding stock and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										

Table 4: Agent Sub-Machine Guns

Ammunition Agents are given the following storage of ammunition to share between all of them:

- 3 boxes of .45 ACP FMJ ammunition, 50 rounds per box.
- 2 boxes of 9x19mm FMJ ammunition, 100 rounds per box.
- 3 boxes of .38 Special SJSP ammunition, 30 rounds per box.
- 2 boxes of .357 Magnum JHP ammunition, 20 rounds per box.
- 1 box of 12 Gauge 00 Buckshot ammunition, 25 rounds per box.

Agents are also given an unlimited store of magazines and speedloaders.

Armor All agents are given an Undercover Vest.

Additional Equipment All agents are issued a single pair of handcuffs, and a radio. They have a selection of belt holsters and ankle holsters for carrying their primary and backup handguns.

Michael Lee Platt (Character Level 3)

Michael Lee Platt (Medium Human)

BV16 LVL3 CHP20 XHP43 CP15

STR	DEX	CON
11	12	18
INT	WIS	CHA
12	10	10

Athletics +7
Drive +3
Knowledge (Streetwise) +3
Perception +6
Stealth +6

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Handgun Specialist (-1 to CP cost when using with an holdout, backup, full-size, or target handgun, or a machine pistol, +1 bonus to all attacks with these firearms.)

Point Blank Shot (Character gains a +2 bonus to all ranged attacks against opponents within 30 feet, and when performing a potshot attack with any weapon without a stock, or with an integral or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Precise Shot (Character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.)

Organization

Duo (Matix is an accomplice)

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-Footed 10

BAB +3

Grapple +5

Attack(s)

Ruger Mini-14 (Ranged) (5.56x45mm) (SL)

80ft, 30r

6 CP +5 Single Shot attack, 5d4 ballistic damage

2 CP -1 Potshot attack, 5d4 ballistic damage

5 CP +2 Double Tap attack, 7d4 ballistic damage

S&W Model 586 (Ranged) (.357 Magnum) (DA)

35ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks.

6 CP +5 Single Shot attack, 3d4+3 ballistic damage

2 CP -6 Potshot attack, 3d4+3 ballistic damage

5 CP +1 Double Tap attack, 5d4+3 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +5 | Ref +2 | Will +0

Armor

None

Skills

Acrobatics +5

Possessions

Casual mild clothes, Ruger Mini-14, S&W Model 586, 2 30 round Mini-14 magazines (jungle taped), 6 rounds of .357 Magnum FMJ, Shoulder Holster

Enemy Behavior

Both suspects have absolutely no intention on being arrested. The GM should note that both suspects are military veterans. Platt in specific was a U.S. Army Ranger noted for "High Combat Proficiency". He would understand and use cover, concealment, and fire superiority.

Both suspects have committed multiple armed robberies together and are used to working together. The GM should use both suspects in tandem and have them support one another. The suspects should not attempt to flee until more than half of the agents are wounded or killed. They, under any circumstances, do not want to be arrested and will fight the second they feel they are being targeted.

Enemy Location

The Suspects are driving the red car on the map. One suspect is in the driver's side seat, and the other is in the front passenger seat. Both have their long guns in their laps, ready to use.

Player Behavior

Players can enter the area in one of the four numerical locations notated on the map. The players have access to Mid-sized cars (15' long and 10' wide) with the Police Kit upgrade, built for unmarked use, and can enter the map driving, or riding in the vehicle as a passenger. Cars enter the indicated location on the first round of combat. The GM is encouraged to have the players plan out their plan of attack, with the emphasis that they are primarily here to arrest the suspects, and should not attack the suspects with lethal force unless they feel they are threatened with deadly force, which includes firearms being pointed or fired at them.

Map Elements

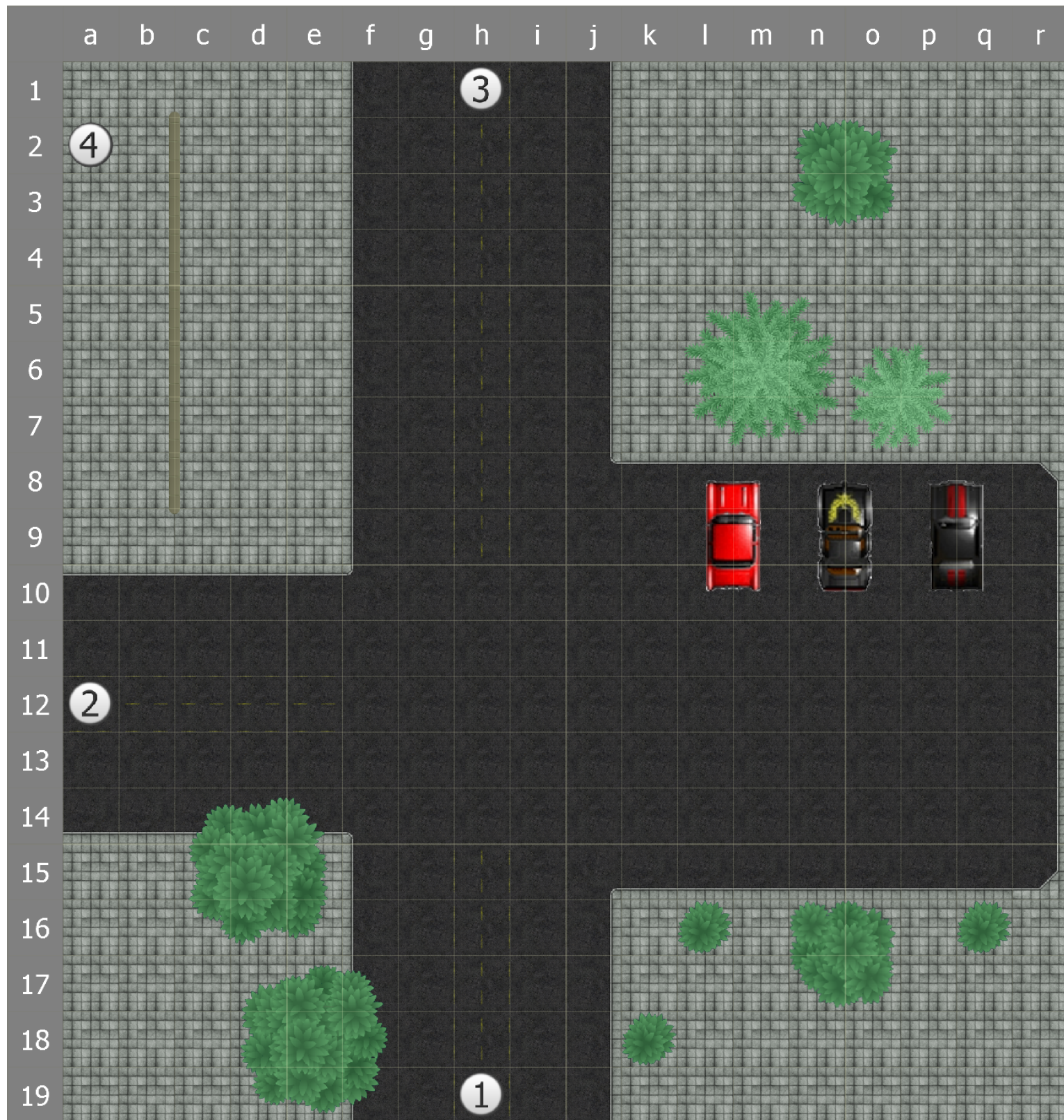
Trees

The edges of trees provide one-half cover (+6 Defense, +4 Reflex Saving Throw, 10% Concealment) and the center of the trees provide three-quarters cover (+9 Defense, +6 Reflex Saving Throw, 20% Concealment).

Cars

The front and rear of cars provide one-half cover (+6 Defense, +4 Reflex Saving Throw, 10% Concealment) and the center and insides of cars provide three-quarters cover (+9 Defense, +6 Reflex Saving Throw, 20% Concealment).

Map



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